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Theo Ungerer, Borut Robič, Jurij Šilc

March 2003 **ACM Computing Surveys (CSUR)**, Volume 35 Issue 1

Full text available: pdf(920.16 KB) Additional Information: full citation, abstract, references, citings, index terms

Hardware multithreading is becoming a generally applied technique in the next generation of microprocessors. Several multithreaded processors are announced by industry or already into production in the areas of high-performance microprocessors, media, and network processors.A multithreaded processor is able to pursue two or more threads of control in parallel within the processor pipeline. The contexts of two or more threads of control are often stored in separate on-chip register sets. Unused i ...

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1 Fault-tolerance in Delta-4

David Powell, Marc Chérèque, David Drackley

April 1991 **ACM SIGOPS Operating Systems Review**, Volume 25 Issue 2

Full text available: pdf(451.79 KB) Additional Information: full citation, index terms

2 Fault-tolerance in delta-4

David Powell, Marc Chérèque, David Drackley

September 1990 **Proceedings of the 4th workshop on ACM SIGOPS European workshop**

Full text available: pdf(386.38 KB) Additional Information: full citation

3 Architecture and systems: Teleport messaging for distributed stream programs

William Thies, Michal Karczmarek, Janis Sermulins, Rodric Rabbah, Saman Amarasinghe

June 2005 **Proceedings of the tenth ACM SIGPLAN symposium on Principles and practice of parallel programming**

Full text available: pdf(352.12 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we develop a new language construct to address one of the pitfalls of parallel programming: precise handling of events across parallel components. The construct, termed *teleport messaging*, uses data dependences between components to provide a common notion of time in a parallel system. Our work is done in the context of the Synchronous Dataflow (SDF) model, in which computation is expressed as a graph of independent components (or *actors*) that communicate in regular ...

Keywords: StreamIt, dependence analysis, digital signal processing, embedded, event handling, synchronous dataflow

4 A new model for availability in the face of self-propagating attacks

Meng-Jang Lin, Aleta M. Ricciardi, Keith Marzullo

January 1998 **Proceedings of the 1998 workshop on New security paradigms**

Full text available: pdf(332.43 KB) Additional Information: full citation, references, index terms

5 LogP: towards a realistic model of parallel computation

David Culler, Richard Karp, David Patterson, Abhijit Sahay, Klaus Erik Schauser, Eunice Santos, Ramesh Subramonian, Thorsten von Eicken

July 1993 **ACM SIGPLAN Notices , Proceedings of the fourth ACM SIGPLAN symposium on Principles and practice of parallel programming**, Volume 28 Issue 7

Full text available: pdf(1.51 MB) Additional Information: full citation, abstract, references, citings, index terms

A vast body of theoretical research has focused either on overly simplistic models of parallel computation, notably the PRAM, or overly specific models that have few representatives in the real world. Both kinds of models encourage exploitation of formal loopholes, rather than rewarding development of techniques that yield performance across a range of current and future parallel machines. This paper offers a new parallel machine model, called LogP, that reflects the critical technology tre ...

Keywords: PRAM, complexity analysis, massively parallel processors, parallel algorithms, parallel models

6 Experience Using Multiprocessor Systems—A Status Report

Anita K. Jones, Peter Schwarz

June 1980 **ACM Computing Surveys (CSUR)**, Volume 12 Issue 2

Full text available: pdf(4.48 MB) Additional Information: full citation, references, citings, index terms

7 A churn-resistant peer-to-peer web caching system

Prakash Linga, Indranil Gupta, Ken Birman

October 2003 **Proceedings of the 2003 ACM workshop on Survivable and self-regenerative systems: in association with 10th ACM Conference on Computer and Communications Security**

Full text available: pdf(1.07 MB) Additional Information: full citation, abstract, references

Denial of service attacks on peer-to-peer (p2p) systems can arise from sources otherwise considered non-malicious. We focus on one such commonly prevalent source, called "churn". Churn arises from continued and rapid arrival and failure (or departure) of a large number of participants in the system, and traces from deployments have shown that it can lead to extremely stressful networking conditions. It has the potential to increase host loads and block a large fraction of normal insert and lo ...

8 Distributed transactions for reliable systems

Alfred Z. Spector, Dean Daniels, Daniel Duchamp, Jeffrey L. Eppinger, Randy Pausch

December 1985 **ACM SIGOPS Operating Systems Review , Proceedings of the tenth ACM symposium on Operating systems principles**, Volume 19 Issue 5

Full text available: pdf(1.44 MB) Additional Information: full citation, references, citings, index terms

9 Token coherence: decoupling performance and correctness

Milo M. K. Martin, Mark D. Hill, David A. Wood

May 2003 **ACM SIGARCH Computer Architecture News , Proceedings of the 30th annual international symposium on Computer architecture**, Volume 31 Issue 2

Full text available: pdf(269.08 KB) Additional Information: full citation, abstract, references, citings

Many future shared-memory multiprocessor servers will both target commercial workloads and use highly-integrated "glueless" designs. Implementing low-latency cache coherence in these systems is difficult, because traditional approaches either add indirection for common

cache-to-cache misses (directory protocols) or require a totally-ordered interconnect (traditional snooping protocols). Unfortunately, totally-ordered interconnects are difficult to implement in glueless designs. An ideal coherenc ...

10 Vertical handoffs in wireless overlay networks
Mark Stemm, Randy H. Katz
December 1998 **Mobile Networks and Applications**, Volume 3 Issue 4

Full text available: pdf(770.58 KB) Additional Information: full citation, abstract, references, citings, index terms

No single wireless network technology simultaneously provides a low latency, high bandwidth, wide area data service to a large number of mobile users. Wireless Overlay Networks – a hierarchical structure of room-size, building-size, and wide area data networks – solve the problem of providing network connectivity to a large number of mobile users in an efficient and scalable way. The specific topology of cells and the wide variety of network technologies that comprise wireless o ...

11 A survey of processors with explicit multithreading
Theo Ungerer, Borut Robič, Jurij Šilc
March 2003 **ACM Computing Surveys (CSUR)**, Volume 35 Issue 1

Full text available: pdf(920.16 KB) Additional Information: full citation, abstract, references, citings, index terms

Hardware multithreading is becoming a generally applied technique in the next generation of microprocessors. Several multithreaded processors are announced by industry or already into production in the areas of high-performance microprocessors, media, and network processors.A multithreaded processor is able to pursue two or more threads of control in parallel within the processor pipeline. The contexts of two or more threads of control are often stored in separate on-chip register sets. Unused i ...

Keywords: Blocked multithreading, interleaved multithreading, simultaneous multithreading

12 Parallelization of a dynamic unstructured application using three leading paradigms
Leonid Oliker, Rupak Biswas
January 1999 **Proceedings of the 1999 ACM/IEEE conference on Supercomputing (CDROM)**

Full text available: pdf(1.04 MB) Additional Information: full citation, references, citings, index terms

13 On the partitionability of hierarchical radiosity
Robert Garmann
October 1999 **Proceedings of the 1999 IEEE symposium on Parallel visualization and graphics**

Full text available: pdf(281.29 KB) Additional Information: full citation, abstract, references, citings, index terms

The Hierarchical Radiosity Algorithm (HRA) is one of the most efficient sequential algorithms for physically based rendering. Unfortunately, it is hard to implement in parallel. There exist fairly efficient shared-memory implementations but things get worst in a distributed memory (DM) environment. In this paper we examine the structure of the IIRA in a graph partitioning setting. Various measurements performed on the task access graph of the HRA indicate the existance of s ...

14

Evolutionary design of complex software (EDCS) demonstration days 1999
Wayne Stidolph
January 2000 **ACM SIGSOFT Software Engineering Notes**, Volume 25 Issue 1

Full text available: pdf(1.90 MB) Additional Information: full citation, abstract, index terms

This report summarizes the Product/Technology demonstrations given at Defense Advanced Research Projects Agency (DARPA) Evolutionary Design of Complex Software (EDCS) Program Demonstration Days, held 28-29 June 1999 at the Sheraton National Hotel, Arlington, VA.

15 Papers: Tactile user interface: Haptic techniques for media control
Scott S. Snibbe, Karon E. MacLean, Rob Shaw, Jayne Roderick, William L. Verplank, Mark Scheeff
November 2001 **Proceedings of the 14th annual ACM symposium on User interface software and technology**

Full text available: pdf(1.05 MB) Additional Information: full citation, abstract, references, citings, index terms

We introduce a set of techniques for haptically manipulating digital media such as video, audio, voicemail and computer graphics, utilizing virtual mediating dynamic models based on intuitive physical metaphors. For example, a video sequence can be modeled by linking its motion to a heavy spinning virtual wheel: the user browses by grasping a physical force-feedback knob and engaging the virtual wheel through a simulated clutch to spin or brake it, while feeling the passage of individual frames. ...

Keywords: Haptic force feedback, interaction techniques, media browsing, multimedia control, tangible interfaces, user interface design, video editing

16 Performance analysis of mobile agents for filtering data streams on wireless networks
David Kotz, George Cybenko, Robert S. Gray, Guofei Jiang, Ronald A. Peterson, Martin O. Hofmann, Daria A. Chacón, Kenneth R. Whitebread, James Hendler
April 2002 **Mobile Networks and Applications**, Volume 7 Issue 2

Full text available: pdf(267.15 KB) Additional Information: full citation, abstract, references, citings, index terms

Wireless networks are an ideal environment for mobile agents, since their mobility allows them to move across an unreliable link to reside on a wired host, next to or closer to the resources that they need to use. Furthermore, client-specific data transformations can be moved across the wireless link and run on a wired gateway server, reducing bandwidth demands. In this paper we examine the tradeoffs faced when deciding whether to use mobile agents in a data-filtering application where numerous ...

Keywords: RPC, information filtering, mobile agent, mobile code, performance analysis, wireless network

17 Missing the memory wall: the case for processor/memory integration
Ashley Saulsbury, Fong Pong, Andreas Nowatzyk
May 1996 **ACM SIGARCH Computer Architecture News , Proceedings of the 23rd annual international symposium on Computer architecture**, Volume 24 Issue 2

Full text available: pdf(1.45 MB) Additional Information: full citation, abstract, references, citings, index terms

Current high performance computer systems use complex, large superscalar CPUs that interface to the main memory through a hierarchy of caches and interconnect systems. These CPU-centric designs invest a lot of power and chip area to bridge the widening gap

between CPU and main memory speeds. Yet, many large applications do not operate well on these systems and are limited by the memory subsystem performance.This paper argues for an integrated system approach that uses less-powerful CPUs that are ...

18 STiNG: a CC-NUMA computer system for the commercial marketplace

Tom Lovett, Russell Clapp

May 1996 **ACM SIGARCH Computer Architecture News , Proceedings of the 23rd annual international symposium on Computer architecture**, Volume 24 Issue 2

Full text available: pdf(1.30 MB) Additional Information: full citation, abstract, references, citings, index terms

"STiNG" is a Cache Coherent Non-Uniform Memory Access (CC-NUMA) Multiprocessor designed and built by Sequent Computer Systems, Inc. It combines four processor Symmetric Multi-processor (SMP) nodes (called Quads), using a Scalable Coherent Interface (SCI) based coherent interconnect. The Quads are based on the Intel P6 processor and the external bus it defines. In addition to 4 P6 processors, each Quad may contain up to 4 GBytes of system memory, 2 Peripheral Component Interface (PCI) busses for ...

19 Performance prediction of parallel processing systems: the PAMELA methodology

Arjan J. C. van Gemund

August 1993 **Proceedings of the 7th international conference on Supercomputing**

Full text available: pdf(1.05 MB) Additional Information: full citation, abstract, references, citings, index terms

In this paper we present a new methodology for the performance prediction of parallel programs on parallel platforms ranging from shared-memory to distributed-memory (vector) machines. The methodology comprises a procedural program and machine specification paradigm based on PAMELA (PerformAnce ModEling LAnguage), along with a performance calculus, called "serialization analysis". This calculus extends conventional parallel program analysis technology by explicitly accounting fo ...

20 Performance analysis of mobile agents for filtering data streams on wireless networks

David Kotz, Guofei Jiang, Robert Gray, George Cybenko, Ronald A. Peterson

August 2000 **Proceedings of the 3rd ACM international workshop on Modeling, analysis and simulation of wireless and mobile systems**

Full text available: pdf(847.89 KB) Additional Information: full citation, abstract, references, citings, index terms

Wireless networks are an ideal environment for mobile agents, because their mobility allows them to move across an unreliable link to reside on a wired host, next to or closer to the resources they need to use. Furthermore, client-specific data transformations can be moved across the wireless link, and run on a wired gateway server, with the goal of reducing bandwidth demands. In this paper we examine the tradeoffs faced when deciding whether to use mobile agents to support a data-f ...

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